

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - 5 a plurality of offer components, wherein each of said offer component has an activated and a deactivated state;
 - a plurality of awards, wherein each of said awards is associated with one of the offer components;
 - a plurality of different component number modifiers;
 - 10 a display device; and
 - a processor operable with said display device to:
 - (a) select one or more offer components to activate from the plurality of offer components,
 - (b) determine an offer based on any of the awards associated
 - 15 with the activated offer components,
 - (c) enable a player to accept or reject said offer and provide said offer to the player if the player accepts said offer, and
 - (d) if the player rejects said offer, select at least one of the component number modifiers, change the state of at least one of said plurality
 - 20 of offer components, wherein the number of offer components changing state is based on the selected component number modifier, determine a subsequent offer based on any of the awards associated with the current activated offer components and reveal the subsequent offer to the player.
- 25 2. The gaming device of Claim 1, wherein the processor enables the player to accept or reject said subsequent offer.
3. The gaming device of Claim 1, wherein said plurality of offer
- 30 components are initially masked.

4. The gaming device of Claim 3, wherein said processor is operable to enable the player to activate one or more of said plurality of offer components.

5 5. The gaming device of Claim 1, wherein said plurality of component number modifiers are initially masked.

6. The gaming device of Claim 1, wherein each of said plurality of offer components is associated with a probability of being activated.

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7. The gaming device of Claim 6, wherein said probabilities are different based on the award associated with the offer component.

8. The gaming device of Claim 7, wherein the greater the award
15 associated with one of said offer components, the lower the probability of said offer component being activated.

9. The gaming device of Claim 1, wherein the award associated
with each offer component is selected from a range of awards.

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10. A gaming device comprising:
a primary game operable upon a wager by a player;
a plurality of offer components, wherein each of said offer
component has an activated and a deactivated state;
5 a plurality of awards, wherein each of said awards is associated
with one of the offer components;
a plurality of component number modifiers; and
a triggering event associated with said primary game, wherein
after the occurrence of said triggering event
10 (a) one or more of said offer components from the plurality of
offer components are activated,
(b) an offer is determined based on any of the awards associated
with the activated offer components,
(c) the player is enabled to accept or reject said offer and said
15 offer is provided to the player if the player accepts said offer, and
(d) if the player rejects said offer, at least one of the component
number modifiers is selected, the state of at least one offer component is
changed, wherein the number of changed offer components is based on the
selected component number modifier, a subsequent offer is determined based
20 on any of the awards associated with the current activated offer components,
and the subsequent award is revealed to the player.

11. The gaming device of Claim 10, wherein the player is enabled to
accept or reject said subsequent offer.

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12. The gaming device of Claim 10, wherein said plurality of offer
components are initially masked.

13. The gaming device of Claim 10, wherein said plurality of
30 component number modifiers are initially masked.

14. The gaming device of Claim 10, wherein each of said plurality of offer components is associated with a probability of being activated.

15. The gaming device of Claim 14, wherein said probabilities are
5 different based on the award associated with the offer component.

16. The gaming device of Claim 15, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being activated.

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17. The gaming device of Claim 10, wherein the award associated with each offer component is selected from a range of awards.

18. A gaming device comprising:
15 a plurality of offer components;
a plurality of awards, wherein each of said awards is associated with one of the offer components;
a plurality of different component number modifiers;
a display device; and
20 a processor operable with said display device to
(a) select one or more offer components from the plurality of offer components,
(b) determine an initial offer based on any of the awards associated with the selected offer components,
25 (c) enable a player to accept or reject said initial offer and provide said initial offer to the player if the player accepts said initial offer, and
(d) if the player rejects said offer, select at least one of the component number modifiers, change the selection of a number of said selected offer components, wherein the number of changed selected offer
30 components is based on the selected component number modifier, determine a subsequent offer based on any of the awards associated with the current selected offer components, and reveal the subsequent offer to the player.

19. The gaming device of Claim 18, wherein the processor enables the player to accept or reject said subsequent offer.

20. The gaming device of Claim 18, wherein said plurality of offer
5 components are initially masked.

21. The gaming device of Claim 20, wherein said processor is operable to enable the player to select one or more of said plurality of offer components.

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22. The gaming device of Claim 18, wherein said plurality of component number modifiers are initially masked.

23. The gaming device of Claim 1, wherein each of said plurality of
15 offer components is associated with a probability of being selected.

24. The gaming device of Claim 23, wherein said probabilities are different based on the award associated with the offer component.

20 25. The gaming device of Claim 24, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

26. The gaming device of Claim 18, wherein the award associated
25 with each offer component is selected from a range of awards.

27. The gaming device of Claim 18, which includes a component number modifier selector operable with said processor to select at least one of the component number modifiers if the player rejects said offer.

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28. The gaming device of Claim 27, wherein said component number modifier selector is selected from the group consisting of lights, buttons, wheels, reels, dice and cards.

- 5 29. A gaming device comprising:
 a primary game operable upon a wager by a player;
 a plurality of offer components;
 a plurality of awards, wherein each of said awards is associated
with one of the offer components;
10 a plurality of component number modifiers; and
 a triggering event associated with said primary wagering game,
wherein after the occurrence of said triggering event
 (a) one or more of said offer components are selected from the
plurality of offer components,
15 (b) an initial offer is determined based on any of the awards
associated with the selected offer components,
 (c) the player is enabled to accept or reject said initial offer and
said initial offer is provided to the player if the player accepts said initial offer,
and
20 (d) if the player rejects said offer, at least one of the component
number modifiers is selected, the selection of a number of said selected offer
components are changed, wherein the number of changed offer components is
based on the selected component number modifier, a subsequent offer is
determined based on any of the awards associated with the current selected
25 offer components, and the subsequent offer is revealed to the player.

30. The gaming device of Claim 29, wherein the player is enabled to accept or reject said subsequent offer.

- 30 31. The gaming device of Claim 29, wherein said plurality of offer components are initially masked.

32. The gaming device of Claim 29, wherein said plurality of component number modifiers are initially masked.

33. The gaming device of Claim 29, wherein each of said plurality of
5 offer components is associated with a probability of being selected.

34. The gaming device of Claim 33, wherein said probabilities are different based on the award associated with the offer component.

10 35. The gaming device of Claim 34, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

36. The gaming device of Claim 29, wherein the award associated
15 with each offer component is selected from a range of awards.

37. A gaming device comprising:

- a plurality of offer components;
- a plurality of awards, wherein each of said awards is associated with one of the offer components;
- 5 a plurality of different component number modifiers, wherein at least one of the component number modifiers is associated with a positive number and at least one of the component number modifiers is associated with a negative number;
- a display device; and
- 10 a processor operable with said display device to:
 - (a) select one or more offer components from the plurality of offer components,
 - (b) determine an offer based on any of the awards associated with the selected offer components,
 - 15 (c) enable a player to accept or reject said offer,
 - (d) provide said offer to the player if the player accepts said offer, and
 - (e) if the player rejects said offer:
 - (i) select at least one of the component number modifiers,
 - 20 (ii) select at least one offer component from said plurality of offer components if the selected component number modifier is associated with a positive number wherein the number of offer components selected is based on the associated positive number,
 - (iii) deselect at least one of said selected offer
 - 25 components if the selected component number modifier is associated with a negative number wherein the number of deselected offer components is based on the associated negative number,
 - (iv) determine a subsequent offer based on any of the awards associated with the current selected offer components, and
 - 30 (v) reveal the subsequent offer to the player.

38. The gaming device of Claim 37, wherein the processor is operable to enable the player to accept or reject said subsequent offer.

39. The gaming device of Claim 37, wherein said plurality of offer
5 components are initially masked.

40. The gaming device of Claim 39, wherein said processor is operable to enable the player to select one or more of said plurality of offer components.

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41. The gaming device of Claim 37, wherein said plurality of component number modifiers are initially masked.

42. The gaming device of Claim 37, wherein each of said plurality of
15 offer components is associated with a probability of being selected.

43. The gaming device of Claim 42, wherein said probabilities are different based on the award associated with the offer component.

20 44. The gaming device of Claim 420, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

45. The gaming device of Claim 37, wherein the award associated
25 with each offer component is selected from a range of award.

46. The gaming device of Claim 37, wherein the number associated with each component number modifier is selected from a range of numbers.

47. The gaming device of Claim 37, wherein each of said plurality of
30 component number modifiers is associated with a probability of being selected.

48. A gaming device comprising:

- a primary game operable upon a wager by a player;
- a plurality of offer components;
- a plurality of awards, wherein each of said awards is associated

5 with one of the offer components;

- a plurality of different component number modifiers, wherein at least one of the component number modifiers is associated with a positive number and at least one of the component number modifiers is associated with a negative number; and

10 a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event:

- (a) one or more of said offer components are selected from the plurality of offer components;
- (b) an offer is determined based on any of the awards associated

15 with the selected offer components;

- (c) the player is enabled to accept or reject said offer;
- (d) said offer is provided to the player if the player accepts said initial offer; and
- (e) if the player rejects said offer:

20 (i) at least one of the component number modifiers is selected;

- (ii) at least one offer component from said plurality of offer components is selected if the selected component number modifier is associated with a positive number wherein the number of offer components

25 selected is based on the associated positive number;

- (iii) at least one of said selected offer components of said rejected offer is deselected if the selected component number modifier is associated with a negative number wherein the number of deselected offer components is based on the associated negative number;

30 (iv) a subsequent offer is determined based on any of the awards associated with the current selected offer components; and

- (v) the subsequent offer is revealed to the player.

49. The gaming device of Claim 48, wherein the player is enabled to accept or reject said subsequent offer.

50. The gaming device of Claim 48, wherein said plurality of offer
5 components are initially masked.

51. The gaming device of Claim 50, wherein the player is enabled to select one or more of said plurality of offer components.

10 52. The gaming device of Claim 48, wherein said plurality of component number modifiers are initially masked.

53. The gaming device of Claim 48, wherein each of said plurality of offer components is associated with a probability of being selected.
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54. The gaming device of Claim 53, wherein said probabilities are different based on the award associated with the offer component.

55. The gaming device of Claim 54, wherein the greater the award
20 associated with one of said offer components, the lower the probability of said offer component being selected.

56. A gaming device comprising:

- a plurality of offer components;
- a plurality of awards, wherein each of said awards is associated with one of the offer components;
- 5 a plurality of different component number modifiers;
- a display device; and
- a processor operable with said display device to:
 - (a) select one or more offer components from the plurality of offer components;
 - 10 (b) determine an offer based on any of the awards associated with the selected offer components;
 - (c) enable a player to accept or reject said offer;
 - (d) provide said offer to the player if the player accepts said offer;
- and
- 15 (e) if the player rejects said offer:
 - (i) select at least one of the component number modifiers;
 - (ii) select at least one of the unselected offer components from said plurality of offer components or deselect at least one of the selected offer components wherein said selection or deselection is based on the
 - 20 selected component number modifier;
 - (iii) determine a subsequent offer based on any of the awards associated with the current selected offer components; and
 - (iv) enable the player to accept or reject said subsequent offer.

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57. A gaming device comprising:

- a primary wagering game operable upon a wager by a player;
- a plurality of offer components;
- a plurality of awards, wherein each of said awards is associated

5 with one of the offer components;

- a plurality of different component number modifiers; and
- a triggering event associated with said primary wagering game,

wherein after an occurrence of said triggering event:

- (a) one or more offer components is selected from the plurality of

10 offer components;

- (b) an offer is determined based on any of the awards associated

with the selected offer components;

- (c) the player is enabled to accept or reject said offer;
- (d) said offer is provided to the player if the player accepts said

15 offer; and

- (e) if the player rejects said offer:
 - (i) at least one of the component number modifiers is

selected;

- (ii) at least one of the unselected offer components from

20 said plurality of offer components is selected or at least one of the selected

offer components is deselected wherein said selection or deselection is based

on the selected component number modifier;

- (iii) a subsequent offer is determined based on any of the

awards associated with the current selected offer components; and

- (iv) the player is enabled to accept or reject said

25 subsequent offer.

58. A gaming device comprising:

- a plurality of offer components;
- a plurality of awards, wherein each of said awards is associated with one of the offer components;
- 5 a plurality of component number modifiers, wherein at least one of said component number modifiers is associated with a positive number and at least one of said component number modifiers is a change component modifier associated with a number;
- a display device; and
- 10 a processor operable with said display device to:
 - (a) select one or more offer components from the plurality of offer components;
 - (b) determine an offer based on any of the awards associated with the selected offer components;
 - 15 (c) enable a player to accept or reject said offer;
 - (d) provide said offer to the player if the player accepts said offer;
 - and
 - (e) if the player rejects said offer:
 - (i) select at least one of the component number modifiers,
 - 20 (ii) select at least one offer component from said plurality of offer components if the selected component number modifier is associated with a positive number wherein the number of offer components selected is based on the associated positive number;
 - (iii) change at least one of the selected offer components by deselecting at least one of the selected offer components and selecting at least one of said unselected offer component from the plurality of offer components if said selected component number modifier is said change component modifier wherein the number of changed offer components is based on the number associated with the change component modifier; and
 - 25 (iv) determine a subsequent offer based on any of the awards associated with the current selected offer components.
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59. The gaming device of Claim 58, wherein at least one of said component number modifiers is associated with a negative number.

60. The gaming device of Claim 59, wherein said processor is
5 operable to deselect at least one of said selected offer components if the selected component number modifier is associated with a negative number wherein the number of selected offer components deselected is based on the associated negative number.

10 61. The gaming device of Claim 58, wherein said processor is operable to enable the player to accept or reject said subsequent offer.

62. A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a plurality of offer components;
a plurality of awards, wherein each of said awards is associated
5 with one of the offer components;
a plurality of component number modifiers, wherein at least one
of said component number modifiers is associated with a positive number and
at least one of said component number modifiers is a change component
modifier associated with a number; and
10 a triggering event associated with said primary wagering game, wherein
after the occurrence of said triggering event:
(a) one or more offer components are selected from the plurality
of offer components;
(b) an offer is determined based on any of the awards associated
15 with the selected offer components;
(c) the player is enabled to accept or reject said offer;
(d) said offer is provided to the player if the player accepts said
offer; and
(e) if the player rejects said offer:
20 (i) at least one of the component number modifiers is
selected;
(ii) at least one offer component is selected from said
plurality of offer components if the selected component number modifier is
associated with a positive number wherein the number of offer components
25 selected is based on the associated positive number;
(iii) at least one of the selected offer components that
forms the rejected offer is deselected and at least one of said unselected offer
components is selected from the plurality of offer components if said selected
component number modifier is said change component modifier wherein the
30 number of changed selected offer components is based on the number
associated with the change component modifier; and

(iv) a subsequent offer is determined based on any of the awards associated with the modified selected offer components.

63. The gaming device of Claim 62, wherein at least one of said
5 component number modifiers is associated with a negative number.

64. The gaming device of Claim 63, wherein at least one of said
selected offer components that forms the rejected offer is deselected if the
selected component number modifier is associated with a negative number
10 wherein the number of selected offer components deselected is based on the
associated negative number.

65. The gaming device of Claim 62, wherein the player is enabled to
accept or reject said subsequent offer.
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66. A gaming device comprising:

- a plurality of offer components, wherein each of said offer component has an activated and a deactivated state;
- a plurality of awards, wherein each of said awards is associated

5 with one of the offer components;

- a display device; and
- a processor operable with said display device to:

- (a) activate one or more offer components from the plurality of offer components,

10 (b) form an offer based on any of the awards associated with the activated offer components;

- (c) enable a player to accept or reject said offer;
- (d) provide said offer to the player if the player accepts said offer

and;

15 (e) if the player rejects said offer:

- (i) determine a number of activated offer components;
- (ii) change the state of said determined number of activated offer components; and
- (iii) form a subsequent offer based on any of the awards

20 associated with the current activated offer components.

67. A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a plurality of offer components, wherein each of said offer
component has an activated and a deactivated state;
5 a plurality of awards, wherein each of said awards is associated
with one of the offer components; and
a triggering event associated with said primary wagering game,
wherein after the occurrence of said triggering event:
(a) one or more offer components from the plurality of offer
10 components are activated,
(b) an offer is formed based on any of the awards associated
with the activated offer components;
(c) the player is enabled to accept or reject said offer;
(d) said offer is provided to the player if the player accepts said
15 offer and;
(e) if the player rejects said offer:
(i) a number of activated offer components is determined;
(ii) the state of said determined number of activated offer
components is changed; and
20 (iii) a subsequent offer is formed based on any of the
awards associated with the current activated offer components.

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